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Interactive technology in primary education

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Annotation. This article discusses the technology of interactive teaching in primary education. On this case, different research methods and analyses were conducted on interactive technology. In primary schools, interactive technologies alogn with interactive technology has been pointed out both with theoretical and practical views. Outcomes and shortcomings of the issue were stated by the author of the research.

Keywords: education, interactive lessons, educational content, creativity, interactivity, problem-based learning, creative education, pedagogical skills, globalization, didactic technology.

1.Introduction

In order to achieve effective, high-quality results in the educational process, it is important to clarify what competencies will be inculcated in pre-school students (6-11). Because global processes are negating traditional lessons. Therefore, "in contrast to traditional methods in the organization of the educational process, it is time to learn new pedagogical approaches and apply them in the educational process" (5-36). This means that the use of interactive methods in the organization of the teaching process creates an environment for students to think creatively. Because "the teacher is the center of attention in the interactive lesson and reaches out to the student as he or she says" (1-9). This, in turn, allows students to exchange ideas. Conditions will be created for mutual information exchange. They discuss the issues that need to be resolved in cooperation and solidarity, find solutions, and solve problems together. They demonstrate their knowledge to each other based on the information they receive. Inspired by each other, they create spiritual satisfaction. They become interested in understanding each other and do not know that time has passed. Each participant feels like the author of the educational content. Achieve full mastery of the content and quality of education. That is why this method is called in some sources as the pedagogy of cooperation.

2.Main part

What is an interactive method and what does it mean? Interactive methods facilitate the learning process through the interaction and interaction of students. Derived from the English word interactive, "Interact" means "interaction", and act means action, influence, activity.

Interactive lessons teach students to think freely and actively process information (4-17). Develops the ability to find solutions to problems in groups, to work together, to express one's views in writing. Interactive methods do not mean abandoning traditional methods, but the ability to organize the content of the lesson in an interactive, collaborative and collaborative way.

The following methods of interactive teaching are available:

- Problem-based education;
- Project education;
- Game education:
- Creative education;
- Heuristic education:
- IT education.

Interactivity is the interaction of two people, that is, the learning process takes place in the form of a dialogue, in the form of dialogue (computer communication) or on the basis of teacher-student interaction.

Interactive - occurs in interaction, movement, impact, student-teacher interaction.

The main goal of the interactive method is to create an environment for active, free, creative thinking of the student by creating the most favorable environment and situation for the learning process.

It means ensuring the quality and effectiveness of education by demonstrating the intellectual potential and inner potential of the student.

The interactive lessons take place in such a way that no student is left out, that is, they have the opportunity to express openly what they have heard, read, seen and known.

There is a process of exchanging knowledge, ideas and opinions. It promotes sincerity, interest in learning, mutual support and friendship.

When interactive lessons are organized, students learn to work individually, in pairs, and in small groups.

In this case, the organized lessons can be based on research plans, role-playing games, pre-planning, algorithms, modulation, work with textbooks, work with various documents, work with information sources, creative work.

Stages of organizing interactive lessons. Selection of subject and content of the subject;

- Defining a common goal for the subject of the lesson;
- Defining the theoretical and practical knowledge provided in the development of the content of the course;
- Express the concepts, knowledge, skills and abilities that need to be mastered by the student;
- The choice of the form, method, means of the lesson;
- Take into account the unit of time spent by the student to acquire concepts, knowledge, skills and abilities;
- Create a system of exercises and examples to get the results of each stage;

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- Development of tests, questions for control;
- Creating a sequence and completion mechanism for the course process.

Changes in teacher-student relationships in interactive education. The teacher is not a carrier of knowledge, but a facilitator, advisor, organizer, leader in reading and learning;

- For him, the teacher must learn to work in the conditions of algorithmization, modulation, design, as well as creative thinking;
- The teacher should not only teach, but also teach to read, not only to impart knowledge, but also to be able to get it from sources, to be accustomed to two-way active work;
- It is necessary to create an environment for self-education, active work, individual, pair and small groups, an individual approach to the learning process. This will ensure that you master the content.

In short, let's start with interactive activities in our education system:

- Young teachers develop a desire for innovation, the ability to apply new methods in the classroom;
- Develops the ability to work in an interactive way through continuous classes, creative groups, and independent work;
- When working in such an environment, students become a driving force in the learning process. It increases the quality and efficiency of education and encourages the younger generation to become more perfect.

3. Conclusion

The level of knowledge, perception, thinking ability, interest of the student to have a new content and form of the educational process in the interactive lessons, which are based on a well-developed program in primary education, an improved work plan and pedagogical skills and the introduction of new pedagogical technology, taking into account the characteristics of age, and on this basis the education of the perfect man remains one of the most urgent tasks of the teacher. Because pedagogical technology is based on the creation of learning factors, it attracts students to expand the world of thinking, agility, learning, learning and production activities, practical action, the world of new ideas. Accordingly, one of our main goals is to conduct interactive lessons in primary education and to improve its didactic technology in the global process.

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